DayDream Rulebook
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DayDream is a TTRPG with players' characters in focus. You worked in a huge corporation financing various research projects and sent to study some ruins that had been discovered on an island in the middle of nowhere. However, nothing interesting was found apart from half-spheric holes in a stone temple. Disappointed by the failure, expedition staff was ready to return home and boarded already when the captain noticed a storm going to you too quickly for a natural disaster. A hurricane quickly forms and causes a shipwreck, and, after a while, you wake up on a strange Island in a completely unknown world...

The players will experience one day of the Island's life, meet the creatures leaving there, and unravel some mysteries of this artificially created world.

Table of contents

Introduction

DayDream is a player-focused TTRPG. Each player controls a player character (PC), pre-designed by a Game Master (GM) or developed by the player, if needed under the guidance of the (GM). You decide what your PC thinks and feels, what they say and do – but not what happens to them. It is your job as a player to immerse yourself in your PC. They may be an adventurer in a faraway fantasy world – but they are still, at heart, a person with feelings and dreams, just like you. Try to imagine – how would you react if you were in their shoes? What would you do? The player characters are always the protagonists of the story. The game is about you, your decisions and your adventures.

The GM is a person leading the game for you. They describe the game world to you, they portray the people you meet, and they control the enemies you fight. The game is a conversation between the players and the GM, back and forth, until a critical situation arises where the outcome is uncertain. Then it is time to break out the dice.

It is the GM's job to put obstacles in your path and challenge your PCs, forcing them to show what they are really made of. But it is not up to the GM to decide everything that happens in the game – and above all, not how your story is supposed to end. That is decided in the game. That is why you are playing the game – to find out how your story ends.

In Year Zero Engine games (and this is one of them, with the engine being modified but with the core preserved), the players and their characters are the protagonists of the story, never the NPCs. The rules focus on the PCs and their actions, while NPCs are handled by the Gamemaster. The system is designed to always present the players with meaningful choices.

Roleplaying is about creating stories, memorable moments at the gaming table that you will remember for years to come. The Year Zero Engine is designed to produce dramatic effects that will push your story forward and make it take unexpected turns.

Although the setting and NPCs in *DayDream* stay the same, this game is highly replayable. You are unlikely to solve all the mysteries of the Island from the first game, and are encouraged to, if you like the game, to play it as much as you want to uncover all the information interesting to you. Nothing, however, stops you from ending the game at the point you wish.

This rulebook contains information about the setting, character creation and rules of the game. It does not contain information that needs to be uncovered during the game – since the story of *DayDream* has plenty of secrets, they are carefully taken out of this document.

Warning

In *DayDream*, your character is not invincible. They can get hit, get in trouble and, eventually, die. If all the characters of a party die, the story will be over, as there will be nobody to continue the adventure. You can decide to reuse the same characters or design new ones. However, this game is not designed to shield PCs from failures. The same comes for NPCs – they can die if so happens. If you prefer games that by no means can lead to such end for PCs, consider whether *DayDream* is a suitable game for you.

Playing safety

In *DayDream*, you are largely in control of the story, and with this comes responsibility. The player characters will face great danger and difficult challenges, but no player should find the situations they experience unpleasant or offensive. It is important that everyone around the gaming table is having fun and feeling safe.

Before starting the game, talk things through and see if someone wants certain subjects to be kept out of the game. Always respect a player who wants to pause and discuss what is happening in the game or even leave the table if the player so chooses. And you may also want to talk about what happened after the game session.

The plot of *DayDream* is preferably played by adult players due to the presence of mentions of violence and death, as well as sex potentially discussed by in-game characters. The level of openness of the discussions can be adjusted, same can be done for other potentially triggering aspects.

Introduction to the setting

All of you have worked for the "Ernst" corp., a huge structure financing research work in physics, chemistry and healthcare. The corporation has its own journalists, special forces, and its management structure is quite complicated and not really clear for an ordinary employee.

You work there at a middle-segment job, not a part of that massive management structure full of secrecy, and earn good money for not asking too many questions.

You knew each other quite superficially before that work trip. After some interesting ruins had been discovered on an island in the middle of nowhere, a group of researchers was sent there. The initial analysis showed that the ruins had been a temple before and, according to locals, some rites had been performed there by some deity or a prophet they call "Puppeteer". However, nothing interesting was found apart from half-spheric holes in stones of the ruins, nothing related to rituals or whatsoever.

Disappointed by the failure, expedition staff is ready to return home and boarded already when the captain of their cruiser notices a storm going to your ship too quickly for a

natural disaster. A hurricane emerges and causes a shipwreck. The last thing you remember is a huge wave turning the ship back before drowning it in the deep darkness...

Character

Your player character (PC) is your most important asset in any Year Zero Engine game. They are your avatar, your eyes and ears in the world. But they, in return, depend on you making the right decisions for them. Take your PC seriously and play them as if they were a real person. It is more fun that way. At the same time, do not try to protect your PC from every conceivable danger. The goal of the game is to create a good story. For that to happen, you need to take risks.

During the course of the game, your PC will change and develop. Their skills and specialties can be developed through experience, but you can also discover how their personality changes and is formed in a way that cannot be measured by numbers on a page. This is when your player character truly comes alive.

To create your player character, you need a character sheet. This sheet will be provided by the GM with the explanation of what you need to fill in at the beginning.

Background and profession

A player chooses a backstory and an appearance of a character. There are presets of stats and professions that could be chosen, however, if a player is willing to, they can also form a new character preset before the first game session starts.

Attributes and skills

Your character has five attributes that indicate their basic physical and mental capabilities. Your attributes are used when you roll dice to perform actions in the game and determine how successful the action your character performs is, as well as how much damage and stress they can withstand before they become broken.

These are five main attributes in the game:

1. **Physics:** physical capacities of a character.
2. **Combat:** how good is a character in various types of combat.
3. **Survival:** skills your character needs for surviving in unusual situations – in woods or in hiding, for example.
4. **Communication:** how good your character is at talking to others and reading them.
5. **Perception**: how good your character is at seeing and feeling things, including with help of their intuition.

All attributes of a character together cannot exceed 17 points. Your character may have one 'professional' attribute with 6 points assigned, if you wish so. Max points of a

'generic' attribute cannot exceed 5, and min cannot be lower than 1. Attribute points in each category are a sum of skill points in this category.

Skill and ability points can be divided according to the profession ('archetype') chosen by a player or discussed with the GM separately at the beginning of the first session and depend on your choice, your character's personality type or anything else that your imagination can create.

The game has the following skills and actions they usually define:

1. **Physics attribute skills:**
   a. **Strength.** When something heavy or solid blocks your way and you need to lift, push, or break it, roll for Strength.
   b. **Mobility.** Roll for Mobility when you want to perform any action that requires speed or motor control – be it a risky climb, a dangerous jump, or a foot chase after a fleeing enemy. Dodging also requires Mobility.
   c. **Endurance**: Rolls for Endurance are required when it comes to long-distance running, carrying something for a period of time or doing any other prolonged physical activity. This roll helps with defining how long you can endure the activity.
2. **Combat attribute skills:**
   a. **Unarmed**: Sometimes, you need to fight for your life, hand-to-hand with your opponent. Roll for this skill when you attack someone or defend yourself using only your body or any item that does not directly belong to weapons (for example, if you want to fight using a chair, it requires a roll for Unarmed).
   b. **Melee.** Sometimes, you need to fight for your life, hand-to-hand with your opponent. Roll for this skill when you attack someone or defend yourself using only your body or a melee weapon.
   c. **Range.** Skill to fire all types of range weapons and perform range attacks with Orbs.
3. **Survival attribute skills:**
   a. **Craft.** Craft is required when you need to create something – build a wooden chair, make a paper figurine or fix a broken lock. Usually, something else needs to be done together with craft rolls. It can be either an additional roll for Dexterity, or detailed explanation of what your character is going to do – your GM will tell you. Also, Craft does not define your character's creativity – that is on you, the skill in itself shows how well this creativity can be implemented.
   b. **Dexterity**: Roll for Dexterity to catch something or throw an object precisely. Dexterity is also needed for stealing and performing sneaky handling of items when others are in the same room.

c. **Stealth.** Roll for Stealth when trying to sneak past someone, staying undetected, or picking someone's pocket. If your opponent is actively looking for you, it is an opposed roll against their Observation. If not, it is just a straight skill roll.

4. **Communication attribute skills:**
   a. **Empathy.** If you want to understand someone's feelings or comfort another person, roll for Empathy. You can assess an NPC's mood with it. If you succeed, the GM must reveal the NPC's current, most powerful emotion – hate, fear, contempt, love, etc. It also can be rolled to understand your character's emotional state better.
   b. **Rhetoric.** Sometimes, you can make things go your way without resorting to violence. Instead, you trick or convince your opponents without drawing your weapon. For this, you use the Rhetoric skill. If your opponent is actively trying to resist you, it is an opposed roll against one of their Perception skills, Logic or Shivers, depending on their way of feeling that they are persuaded. If not, it is a straight roll. Before you roll, you must state the stakes of the roll – what you want to achieve. What you ask of your opponent must be within reason. No NPC will agree to do anything you want or act directly against their own interests, no matter how good your roll is. Conversely, you do not need to roll for simple requests that your opponent has no reason to resist. The GM has the final say on when Rhetoric rolls can or need to be used. Rhetoric is also needed when your character needs to give a speech, usually together with Performance.
   c. **Performance**: if you need to sing, read a poem, play an instrument etc., you need to roll for Performance.

5. **Perception attribute skills**:
   a. **Observation.** The Observation skill can be used to examine an area to find useful information or to spot something or someone from a distance. When the GM calls for it, you can make a passive roll for this skill to detect an approaching threat in time. When examining an area, the GM can give you a positive modifier if your description of where you are searching is very precise, or even let you succeed without a roll. Usually, you do not need to roll for Observation as soon as you enter a new place, though – your GM will describe it to you briefly. Consequent observing, searching for something etc. do require a roll, or even several rolls.
   b. **Logic**: Logic is used to put together information. Roll for Logic is required when you want your character to read a book carefully, investigate something, put together several pieces of information or perform analysis. The Logic skill can also be used in opposed rolls to resist Rhetoric when an opponent tries to persuade you, if your character has stronger logical thinking than intuition.
   c. **Shivers.** This skill represents the ability to read other people and see through lies, as well as use intuition to investigate an outside world and inner self of your character. When you try to read an NPC with it, with a successful roll, you can get

some intuitive knowledge about them or, for example, understand whether they try to hide something. The Shivers skill can also be used in opposed rolls to resist Rhetoric when an opponent tries to persuade you, if your character has stronger intuition than logical reasoning. The Shivers rolls are also used in most situations when you communicate with Orbs and Anomalies.

Trainings, gaining new knowledge etc. can add dice to skill checks temporarily or raise skills and attributes permanently, depending on the critical encounter a character got them from. Temporarily gained skills will disappear on the next in-game day or after a character's long sleep.

Perks, quirks and debuffs

For each character, perks and quirks are usually discussed by players and the GM during the first session, or, in case of a pre-designed character, are already written into a character sheet.

Perks are unique traits and skills your character has that can give an advantage during some rolls, provide additional abilities or even change the whole mechanic of your character.

Your character cannot have only perks as it might make the game less scenic and dramatic, hence more boring. For perks that give additional dice to roll, a guaranteed success etc., you need to choose a quirk or even several quirks (you can decide it together with the GM) that balance your character's abilities. Quirks, however, are not necessarily bad. They can be neutral or fun, or you might not never encounter a situation where they change the game for worse. So, see quirks as one more way to make your character unique.

Conditions are short-term and they usually give your character a temporary buff or debuff that affects actions and rolls. Buffs are things like inspiration or anything that increases your character's ability to do something. Debuffs are states that worsen your character's condition or abilities. In this game, a broken arm is also a debuff, and is written in conditions accordingly. Each condition has its own timeframe or way of resolving announced by the GM. In an example of the broken arm, your character will need to visit a person able to help with it or find a way to heal it with an Orb or something else. With positive conditions, like inspiration, there might be ways to use or resolve them too, so mind your actions if you want to preserve the condition.

Use of skills and attributes

Skill and attribute rolls

When you perform an attribute check, roll xd6 attribute dice where x is your attribute number. When you perform a skill check, roll xd6+yd6 dice where x is your attribute number and y is your skill number.

Example: you are asked to roll Communication check, you have 5 Communication attribute points. So, you roll 5d6 dice.

Example: you are asked to roll Rhetoric check, your Communication attribute is 5, your Rhetoric is 3, their sum is 8, so you roll 8d6.

If you do not have the skill required for the particular action you want to perform, you can roll anyway – simply roll the base dice for your attribute alone. An exception of this will be cases where something modifies your attribute, making it equal 0 for this particular roll or for the set of situations.

To succeed with your action, you must get at least one 6 on your dice. A 6 is called a success. If you roll several 6s, you get several successes.

If you roll two or more successes, you reach your stated goal, but also gain some additional bonus effect, depending on the situation and the skill used. In combat, extra successes can increase the damage done. For other skills, you can suggest a bonus effect yourself. The GM has final say. Three successes are seen as a critical success and usually give a lot more information or some advantages.

If you roll no success, something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why with the help of the GM. They might even let a failed roll have further consequences to move the story forward in a dramatic way.

Failure must not stop the story completely. Even when you fail, there must be a way forward – perhaps at the cost of additional time, risk, or resources, but still a way. The GM has the final say regarding the consequences of failure in a particular situation.

A character can have Personal skills that add dice to rolls or remove stress dice from particular rolls. Personal skills are discussed before the first session. Some Personal skills can be also gained during the game after some critical points and encounters.

Sometimes, external factors help you to succeed. Such modifiers will give you additional base dice to roll. Other times, something hampers your action. This removes base dice from your pool.

A +1 modifier means you roll one extra base die, +2 means you roll two extra base dice, and so on. A −1 modifier means you roll one base die fewer than normal, −2 means two fewer, and so on. Several modifiers can apply to the same roll, and they are cumulative.

Always add and remove base dice from your skills, if you can (not from attributes). If you do not have enough dice from skills, remove base dice from attributes. If you end up with no dice at all, you have no chance to succeed – time to rethink your strategy!

Some modifiers can affect not only the number of dice you roll, but also give you a guaranteed success, remove a success or give a guaranteed fail. Usually, the circumstances for that

Pushing

Your initial skill roll reflects a safe and controlled action. If you fail your initial roll, or if you want additional successes, you can lean into the action, giving it everything you have got, pushing yourself to the limit. This is called pushing the roll, and lets you reroll any dice that do not show the result of 1. A base die showing a 1 is called a bane and can never be rerolled when pushing. After a push, you cannot change back to the previous result. All dice count after the push, even any dice you did not reroll.

When you push a roll, you immediately take one stress point. When making skill rolls, including the immediate reroll when pushing, add a number of stress dice to your roll equal to your current amount of stress points.

You can only push a skill roll once. If you do not succeed on your second try, you are stuck dealing with the consequences.

There are rolls that cannot be pushed under any circumstances. Most of reaction rolls are like that – makes no sense to try again when you attempt to catch a ball and it is already falling on the ground. The GM will announce if the roll cannot be pushed and will let you know if there are any other ways to retry.

In *DayDream*, differently from other YZE games, you can push Perception rolls unless for some reason the roll is in circumstances where trying harder immediately is impossible.

Help from the others

Other PCs or NPCs can help you succeed at a skill roll. This must be declared before you roll your dice. It must also make sense in the story – the individuals helping you must be physically present and have the capacity to support your action. The GM has final say.

For each person helping you, you get a +1 modifier. No more than three people can help you with a single roll, meaning your maximum modifier from getting help is +3. In combat, helping counts as the same type of action as the one you are supporting (quick or combat action).

NPCs can help each other in the same way as player characters.

Opposed roll

Sometimes, rolling a success is not enough to succeed with your skill roll. In some cases, you must beat your opponent in an opposed roll. To win an opposed roll, you must roll more successes than your adversary. Every success rolled by your adversary eliminates one of your successes. Only you (the active party) can push your roll if the roll can be pushed at all – and you can decide to do so even after your opponent rolls.

Sometimes you and your adversary roll for different skills, sometimes the same. Opposed can be used when you roll Rhetoric versus Logic to influence someone who is actively trying to resist you, or Stealth versus Observation to move undetected past a vigilant guard.

The GM can also use opposed rolls in any case when they deem it appropriate.

Health and stress

Character's health is defined multiplying Physics by 4. Max health can change during key events and with acquiring new skills. Character's stress is defined multiplying Survival by 5. Stress maximum of a character cannot be lower than 8, so if by multiplying, the number is less than 8, it automatically equals 8. Character's max stress also can change during the key events.

A character can take damage during combat, as a result of items use and in key encounters. The damage taken depends on an event or an enemy's characteristics. Standard damage by an enemy without a weapon or specific modifiers is 1. Similarly, if a character has no weapon, you still can deal 1 damage in melee combat using your hands.

If a particular body part is attacked, it can be damaged critically and a character gets injury (gets written into conditions). Some of injuries (like broken bones etc.) do not allow using some actions or objects, and many of injuries affect dice rolls. What is affected by the injury is decided according to common sense during the game by the GM and the player.

Physical injuries can be lethal. If your health drops to 0 or you are critically injured, a character moves to 'death door' state and needs to roll Survival to heal 1 health point and prevent death. If the dice roll has at least one success, a character moves out of the 'death door' state but still desperately needs healing.

Healing can be performed with the use of medical kits gained while exploring, skills of Orbs or sometimes while interacting with environment. Health can also be restored during sleep. If a character has 0 stress, they restore 1 point per 2 time units and up to 3 health points while sleeping. If the character has 1 stress, they restore up to 2 health,

with 2 stress, only 1 maximum, and does not restore health when sleeping if they have 3 or more stress points. Medications and some activities can affect health restoration.

Stress dice are d6s that are added to your roll and sixes on them count as successes, meaning the built-up stress actually increases your chances to succeed, as it makes you sharper and more alert. However, if you roll a bane on one or more stress dice (even in the initial roll, without pushing), you trigger some unwanted effects. For example, if a character gets one bane while trying to attack an enemy with a knife and gets one success and one bane on stress dice, the attack is counted as partially successful but might miss the target and the character will drop the knife afterwards. To fully counter one bane on stress dice, you need at least three successes.

Every stress point adds one stress dice to the roll. Stress can be gained during the battle, exploration and critical encounters, and also when characters have arguments between each other. If two or more characters in a party are enemies with each other, all the party will gain stress once in every four checks.

When your stress fills half of the stress points, your character gets Anxiety state. From that moment, all the Combat, Communication and Perception checks get –1 and all the skills of those attributes get –2 to checks, while Physics gets +1 to attribute check and +2 to skill checks. Survival does not change in the anxiety state.

When stress increases to max level, you get Panic and lose any abilities to act before getting rest and support. In Combat and some key events, a character will lose 1 HP per roll that could not be performed due to Panic.

Inventory

Any character has small inventory (all the things that could be carried in pockets) from the beginning of the first session. Thus, only a common sense limits how many items could be carried by the character. If the character gets a bag / backpack / etc. During the game, more items can be carried. All the items carried with the character should be written in Inventory (day) part of the character's second sheet.

Inventories for the Island and NightDream realms are separate, almost all the things existing in the Island realm could not be transferred to the NightDream realm. GM will notice you if something is transferrable. Similarly, items from the NightDream realm cannot be transferred to the Island realm.

Items from inventory can be used in Combat and while exploring. Some items can act as weapon and give bonuses for Combat rolls, while other have important information, could be used to gain some effects etc.

Movements, actions and combat

Movements

Characters can move through the Island by foot, walking between places connected to each other. Walking around takes time (usually, 1 timepoint for places where you could get in around 15 minutes). Small movements like movements within a room are performed within the same timepoint as rolls and other quick actions.

For long distances, you can use your Orb to teleport yourself and others. To perform teleportation, roll Shivers to wake up your Orb together with Mobility for the teleport action itself. If this roll fails, the GM will tell you where your character ends up and what happens with them.

Some places cannot be reached by teleporting. Also, not every place can be left with teleporting. Sometimes, you will need some other way to get out of a place.

Actions and combat

You can perform actions while exploring, during key events and in combat. Actions performed outside the combat do not require initiative roll.

During the battle encounter, character(s) and enemies roll initiative (1d10) and the number they get will define their initiative for the combat encounter. If several people got same numbers, GM has final say on action order.

During the combat encounters, you can perform one combat action dealing damage to an enemy and one another (quick) action like moving, or two quick actions.

Reacting to the enemies' actions (block, defense, counterattack etc.) and help to others take place immediately when the corresponding action is performed, thus ignoring initiative.

When you act, describe your actions in detail to other players and GM. GM will tell you what to roll if roll is needed. Some actions could be done without rolls at all.

In combat, you can perform ranged attacks if you have a weapon or Orb that allows range attacks. Some Orbs also allow AoE (area of effect) attacks.

You can also perform an attack from stealth when the situation and your weapon allow you that. For the stealth attack, you roll Stealth first and if the roll is successful, the enemy rolls Observation. If Observation enemy's roll is successful too, you both roll initiative and with higher number, you still perform stealth attack adding +2 to the damage dealt.

If you have an armor, damage you get can be partly blocked. To block, you roll xd6 dice, where x is number of armor you have. If the roll is successful, then every 2 armor points block 1 damage dealt.

Armour 6 or higher gives –1 to Agility rolls and –2 to Mobility rolls.

To perform ranged attacks with the weapon requiring ammo (bow, gun etc.), you need ammo points. You can find ammo while exploring or get a weapon already with some ammo. Weapon spends 1 ammo for 1 roll not depending on whether the roll is successful. If you have 0 ammo, weapons requiring it can only be used for melee attacks.

Ammo categories (if you have several) should be written to inventory. Ammo does not transfer between realms.

Quick action memo

Exploration:

Take a quick, general look	-
Look at something in detail, explore	Observation
Try to use intuition, inner feelings	Shivers
Communicate with mystic forces	Shivers
Try to find something (e.g. object)	Observation
Have a dialogue with someone	-
Try to persuade	Rhetoric
Try to resist persuasion	Logic / Shivers
Open a closed door	Strength / Use a key / Rhetoric / Shivers...
Run	Mobility
Teleport (with an orb)	Shivers + Mobility
Hide	Stealth
Arrange or make something with hands	Craft
Find a direction in the forest	Survival

Battle

Move between places quickly	Mobility
Fight with hands	Combat
Fight with a melee weapon	Melee
Shoot with e.g. gun	Ranged
Hide	Stealth.

And remember – quick talking is always free. Words do not cost much but could solve a lot.

Secret rolls

Usually, other players can see what you roll. However, there might be cases where the GM will ask you to do a secret roll. In that case, the GM will tell you what to roll and how to communicate results to them.

The GM might have secret rolls where they tell you only the results, but you do not see how many dice they roll, or they do not tell you the results or the purpose of the roll at all. It is done when something is happening behind the characters' backs or something is hidden from the characters and needs to be explored more to be revealed.

Realms

In DayDream, at some point characters unravel the mystery of two realms existing in the game world. The "main", daytime realm is called "the Island realm" and the alternative realm is called "the NightDream realm". To travel to the NightDream realm and return back, a character needs a technical device, a DayDream app and shift points there.

Characters can find the necessary equipment for traveling between the realms during exploration of the game world and critical encounters.

A character can also be thrown into the NightDream realm forcibly or by an unsuccessful teleportation.

Shifting between realms

In DayDream, characters might travel between two realms. These travels can occur forcibly, if something throws a character into the other realm, or be performed voluntarily by the character if conditions for that are met.

To perform one travel, you need to have 1 shift point. Shift points can be found in critical encounters, while exploring the surroundings and sometimes gained while sleeping. If a character has no shift points, they stay in the realm they shifted to when spending the last point. Therefore, it makes sense to carefully count shift points.

If a character gets stuck in the NightDream realm, they start gaining stress for every third action they perform and need to find shift points as soon as possible to get out of the realm and get rid of stress.

When a character is in the NightDream realm, their body can perform actions in the Island realm without them knowing of these actions. GM will reveal part of what happened with the body after the shift back to the Island realm happens.

Time on the Island

The time of the Island is determined by the number of Anomalies and their length. Short Anomaly consists of 6 timepoints, long Anomaly consists of 12 timepoints, same with the length of breaks. Each round of actions with rolls (moving, observing etc.) of all party members is performed within 1 timepoint, which means that short Anomaly has 6 rounds of actions in total. In combats, every timepoint consists of rounds of two actions for each character – one combat action and one fast action. Talking and movements that do not require rolls are measured separately by the GM.

Anomalies and orbs

Anomalies

Anomalies are manifestations of various paranormal forces and the main result of the Orbs present on the Island. They happen there regularly and always affect the Island realm. The list of Anomalies is given to you in the key even during the first session. Anomalies happening during the in-game day are determined by GM who randomizes them before the in-game day starts.

There are also key Anomalies that are triggered by some key events, however, GM is not allowed to reveal whether the Anomaly is pre-determined or randomized, as well as point which anomalies can be pre-determined.

Orbs

At some point you can gain your own Orb if you find its location on the Island and establish mental connection with it. To communicate with an Orb (the one you want to gain or any other), roll for Shivers. If the Orb has chosen you and you agree to take it, you gain the Orb card and attach it to your character sheet. If you do not want to connect with the particular Orb, you can try resisting it with a Shivers roll. Think twice before resisting, as Orbs could help with solving many in-game situations…

Every Orb has its own skills and abilities, however, there are several generic ones that your character can use as soon as they get an Orb of their own. All Orbs can teleport the character, characters that are physically touching your character when you teleport, and/or items that your character holds in hands. The other generic skill is getting more knowledge about places with the Orbs.

When it comes to the Orb's personal skills, detailed explanations and some hints on using them is provided with the card. These skills are usually flexible and can be used in many various situations, so, ultimately, it is up to you how your character handles the power they gain.